ATARI LYNX™

VIDEO GAME MANUAL

ROBO-SQUASH™

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SQUASH THE ENEMY!

It is the 31st Century. The President of the World has died unexpectedly at the young age of 281 after nearly 200 years of peaceful rule, leaving the United World Federation in chaos. The World Party has been in control for almost four centuries, but now the International Party wants to take over. Rumors that the President's death was not accidental can't be confirmed, but the World Party is on the defensive.

Since the conventional warfare of the uncivilized past is now obsolete, the two parties are gearing up to settle the dispute in a more modern way--an all-or-nothing game of ROBO-SQUASH.

It is your civic duty as Champion of the World Party to compete against the International Party's Champion. If you win, the World Party will remain in control and world unity will continue. If you lose, the International Party will divide the world into individual nations, setting up the same kinds of senseless petty disputes that nearly destroyed the worlds back in the 21st century.

Federation Peace depends on your abilities. Can you handle the pressure? You must; otherwise, civilization may be doomed.

GETTING STARTED

ROBO-SQUASH is a fast-action game of skill and strategy for one or two players. Follow the steps listed below to start the game:

1. With your Lynx system(s) switched off, insert the game card(s) as described in the **Lynx Owner's Manual**.

   Warning: Do not touch the game card connector pins. Do not expose the contacts to static or extreme heat. Do not bend, crush, or attempt to clean the game card.

2. Press **ON**. If two players will compete, each should press **ON** at about the same time. The words "Com Lynx," and the number of players currently linked together will display. If two players are linked together and no number appears beneath the words "Com Lynx," turn off machines, make sure Com Lynx is properly connected, then turn machines back on. At this point, if you do nothing, in about 20 seconds you will be shown brief instructions and a game play demo.

3. Press **A** or **B** to proceed to the game play demo. Press **A** or **B** a second time to move to the level select screen.

4. The skill selection screen appears. Use the joypad to select the desired skill level. From easiest to hardest, the four skill levels are: Klutz, Terrific, Outrageous, and Insane.

6. Press **A** to start the game. The Round Selection Screen appears.

7. Use the joypad to select a ball to play for in the first round.

8. Press **A** to begin.

Optional Game Controls

To enhance play, the following optional game controls allow you to modify the display, and pause and restart the game:

- To flip the screen 180 degrees and reverse the controls, press **OPTION 2** and **PAUSE** at the same time.
- To pause the game press **PAUSE**. Repeat to resume play.
- To return to the title screen press **OPTION 1** and **PAUSE**.

PLAYING THE GAME

The object of the game is to capture as many balls in vertical and horizontal rows as possible. Use logic and strategy to choose a ball at the beginning of each round. Outplay your opponent (either the Lynx or a friend) without losing three balls to win each round, or win a round by being the first player to hit the mysterious mechanical spider.

Use the joypad to hit the ball. Hit bricks and special items with the ball for points. For bonus points, hit the mechanical spider after all bricks are destroyed. The round ends when one player loses three balls or hits the spider.

The ball gains speed every five seconds as the round progresses. The longer a round lasts, the faster the ball will go and the harder it will be to hit. If you don't defeat your opponent quickly, you will need all your skill just to hit the ball.

Winning a round captures the selected ball for the winner. The ball will change to the winner's color. When all rounds have been completed, players receive bonus points for multiple balls in vertical or horizontal rows. More points are awarded for longer rows, so use strategy and good sense to create large rows. The player with the most points after all rounds have been completed wins.

SPECIAL ITEMS

During the course of the game, several special items will appear on the screen. Hit an item with the ball to use it. Players can use only one item at a time. The last item hit becomes the current one. All special items vanish when the spider appears. These special items are listed below.

Shooter (Dragon) - Shoot fireballs at the bricks and special items. Using a fireball results in fewer points, but creates an explosion. The explosions are difficult to see through and can be used effectively as smokescreens to hinder your opponent's timing and reactions.

Holder (Mouth) - Using a Holder allows you to catch the ball with your paddle so you can aim your shot.

Expander (Spiral Disk) - The Expander enlarges your paddle to make it easier to hit the ball.

Spotter (All Seeing Eye) - The Spotter briefly displays a circle to show the player where the ball will end up, allowing the player to get a head start toward the ball.

STRATEGY

Quick reactions are crucial. Learn to use the Spotter to help you get a jump toward the ball.

Use your opponents splats to your advantage--aim for them so that he will have a hard time spotting the ball.

Use Shooter to create an explosive diversion.

Weaker players should aim for the Expander. This will enlarge their paddle and make it easier to return the ball.

Beat your opponent quickly. The longer a round lasts, the more chance you will lose a ball.

Do everything you can to make your opponent miss the ball, even if it means screaming loudly whenever you hit the ball. Stupid jokes may also help.

Use your head when choosing the ball at the start of each round. Capturing balls in rows results in many points.

Don't waste special items. They are all very useful.

Watch for the spider when all bricks are destroyed.

SCORING

During game play you receive points for destroying bricks and hitting special items. You also receive bonus points for hitting the mechanical spider and capturing balls in vertical and horizontal rows. Be aware that final scores are not tabulated until the fireworks screen.

Points are awarded as listed:

Hit Brick.....200 points

Hit Special Item.....200 points

Hit Brick or Item with Shooter.....100 points

Hit Spider.....500 points and a win

Balls Remaining at
End of Round.....500 points to round winner

Two Balls in Row or Column..... 1000 points

Three Balls in Row or Column.....3000 points

Four Balls in Row or Column.....6000 points

At the end of higher rounds, both the winner and the loser will receive 500, 1000, or 1500 points just for making it to those rounds.

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